CLAIMS

1. A system for exhibiting stored digital media assets to one or more users, comprising:

means for traversing an index of the digital media assets to repeatedly select digital media assets without direction defined according to the user;

means for sequentially presenting the selected digital media assets to a client; and

means for storing information at the client regarding selected ones of the presented digital media assets.

2. The system of claim 1, wherein the means for storing includes means for permitting a user at the client to provide an input indicative of interest in a presented digital media asset.

3. The system of claim 2, wherein the means for storing further includes means for storing an indication of the source of the presented digital media asset at the client in a manner that allows retrieval of the presented digital media asset.

4. The system of claim 1, wherein the means for storing includes means for storing at the client a history describing recently presented digital media assets

5. The system of claim 4, wherein the client includes a means for manipulating the history to review the presented assets.

6. The system of claim 1, wherein the traversal is apparently random.

7. A system for exhibiting stored digital media assets to one or more users, comprising:

means for traversing an index of the digital media assets to repeatedly select digital media assets without direction defined according to the user;

means for sequentially presenting the selected digital media assets to a client; and

means for permitting a user at the client to provide an input indicative of interest in a presented digital media asset.

8. A computer-implemented method for facilitating definition of a storyline using stored digital media assets, comprising:

selecting digital media assets from among the stored digital media assets;

exhibiting the selected digital media assets to a user, whereby at least one of the exhibited selected digital media assets becomes a currently exhibited digital media asset;

receiving an input from the user indicative of the user's interest in the currently exhibited digital media asset; and

storing, as a sequence of scenes representing a storyline, information regarding the user's interest in the currently exhibited digital media asset, wherein the information includes at least an indication of the exhibited digital media asset.

9. The computer-implemented method of claim 8, wherein selecting comprises randomly selecting digital media assets from among the stored digital media assets.

10. The computer-implemented method of claim 8, wherein exhibiting comprises periodically initiating an update of a display, including displaying a digital media asset from among the selected digital media assets, wherein the displayed digital media asset is different from the currently exhibited digital media asset and, when displayed, becomes the currently exhibited digital media asset.

11. The computer-implemented method of claim 8, wherein the input indicative of the user's interest includes an input through a mechanical user interface of a computer.

12. The computer-implemented method of claim 8, wherein receiving the input occurs during exhibition of the currently exhibited digital media asset.

13. The computer-implemented method of claim 8 wherein the input further includes an indication of a reason for the user's interest in the currently exhibited digital media asset.

14. The computer-implemented method of claim 8, wherein the input comprises an indication of a lack of an interest in the currently exhibited digital media asset.

15. The computer-implemented method of claim 14, wherein the input further includes an indication of a reason for the lack of interest.

16. The computer-implemented method of claim 8, wherein each scene in the sequence of scenes is represented by a folder, and wherein storing comprises storing an indication of the currently exhibited digital media asset in the folder.

17. The computer-implemented method of claim 8, wherein a scene has associated metadata and the currently exhibited digital media asset has associated metadata, and wherein exhibiting comprises:

comparing the metadata of the scene with the metadata of the currently exhibited media asset; and

displaying to the user an indication of a result of the comparison.

18. A computer-implemented method for exhibiting stored digital media assets, comprising:

randomly selecting digital media assets from among the stored digital media assets;

exhibiting the selected digital media assets to a user, whereby at least one of the exhibited selected digital media assets becomes a currently exhibited digital media asset;

receiving an input from the user indicative of the user's interest in the currently exhibited digital media asset; and

storing information regarding the user's interest in the currently exhibited digital media asset, wherein the information includes at least an indication of the exhibited digital media asset.

19. The computer-implemented method of claim 18, wherein storing comprises:

storing a history describing recently exhibited digital media assets

20. The computer-implemented method of claim 19, further comprising:

receiving an input from the user for manipulating the history to review the previously exhibited digital media assets.

21. A computer-implemented method for facilitating definition of a sequence of scenes representing a storyline using digital media assets, wherein each scene has associated metadata, the method comprising:

exhibiting the digital media assets to a user, whereby at least one of the exhibited digital media assets becomes a currently exhibited digital media asset, wherein the currently exhibited digital media asset has associated metadata;

comparing the metadata of each scene with the metadata of the currently exhibited media asset; and

displaying to the user an indication of relevance of the currently exhibited digital media asset to at least one of the scenes according to a result of the comparison.

22. The computer implemented method of claim 21, further comprising:

receiving an input from a user indicative of the user's interest in the currently exhibited digital media asset;

storing information regarding the user's interest in the currently exhibited digital media asset, wherein the information includes at least an indication of the exhibited digital media asset.

23. The computer implemented method of claim 21, further comprising:

storing information regarding the currently exhibited digital media asset in association with at least one of the scenes.

24. The computer implemented method of claim 21, further comprising:

receiving an input from a user indicative of a scene with which the user wants to associate the currently exhibited digital media asset; and

storing information regarding the currently exhibited digital media asset in association with the indicated scene.

25. A computer program product, comprising:

a computer readable medium;

computer program instructions stored on the computer readable medium that, when processed by a computer, instructs the computer to perform a method for facilitating definition of a storyline using stored digital media assets, comprising:

selecting digital media assets from among the stored digital media assets;

exhibiting the selected digital media assets to a user, whereby at least one of the exhibited selected digital media assets becomes a currently exhibited digital media asset;

receiving an input from the user indicative of the user's interest in the currently exhibited digital media asset; and

storing, as a sequence of scenes representing a storyline, information regarding the user's interest in the currently exhibited digital media asset, wherein the information includes at least an indication of the exhibited digital media asset.

26. A computer program product, comprising:

a computer readable medium;

computer program instructions stored on the computer readable medium that, when processed by a computer, instructs the computer to perform a method for exhibiting stored digital media assets, comprising:

randomly selecting digital media assets from among the stored digital media assets;

exhibiting the selected digital media assets to a user, whereby at least one of the exhibited selected digital media assets becomes a currently exhibited digital media asset;

receiving an input from the user indicative of the user's interest in the currently exhibited digital media asset; and

storing information regarding the user's interest in the currently exhibited digital media asset, wherein the information includes at least an indication of the exhibited digital media asset.

27. A computer program product, comprising:

a computer readable medium;

computer program instructions stored on the computer readable medium that, when processed by a computer, instructs the computer to perform a method for facilitating definition of a sequence of scenes representing a storyline using digital media assets, wherein each scene has associated metadata, the method comprising:

exhibiting the digital media assets to a user, whereby at least one of the exhibited digital media assets becomes a currently exhibited digital media asset, wherein the currently exhibited digital media asset has associated metadata;

comparing the metadata of each scene with the metadata of the currently exhibited media asset; and

displaying to the user an indication of relevance of the currently exhibited digital media asset to at least one of the scenes according to a result of the comparison.